

AUTHORISED ARMY LISTS FOR







ARMY LISTS

MANDATE OF HEAVEN

Edited by Richard Jeffrey-Cook. Contributions from Simon Hall, Simon Clarke and Nik Gaukroger. Front image by Simon Clarke.

CONTENTS

The lists are divided into three sections, Maximus, Magna and Pacto. Within each section are the following lists:

•	Erlitou Chinese	1700 to 1301 BCE
•	Chinese Northern Barbarians	1700 to 500 BCE
•	Later Shang Chinese	1300 to 1017 BCE
•	Chinese Nomadic Barbarians	1300 to 314 BCE
•	Early Zhou Chinese	1122 to 722 BCE
•	Early Spring and Autumn Chinese	771 to 685 BCE
•	The Five Hegemons	685 to 591 BCE
•	Late Spring and Autumn Chinese	591 to 475 BCE

CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

Use the army lists to create your own customised armies using the Mortem et Gloriam Army Builder.

There are few **general rules** to follow:

- 1. An army must have at least 2 generals and can have no more than 4.
- 2. You must take at least the minimum of any troops noted and may not go beyond the maximum of any.
- 3. No army may have more than two generals who are Talented or better.
- 4. Unless specified otherwise, all elements in a UG must be classified identically. Unless specified otherwise, if an optional characteristic is taken, it must be taken by all the elements in the UG for which that optional characteristic is available.
- 5. Any UGs can be downgraded by one quality grade and/or by one shooting skill (Skilled to Experienced or Experienced to Unskilled) representing less strong, tired, or understrength troops. If any bases are downgraded all in the UG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.
- 6. Points are shown for troops with all mandatory characteristics applied. Points have been rounded to the nearest whole number. If quality or shooting skill is downgraded, then the points (including the points for any optional characteristics) will need to be adjusted.
- 7. An army entirely of Cavalry, Chariots, Camelry or Infantry with the Dismountable characteristic may choose the No Camp option.

Where allies are allowed, they must conform to the following rules:

- 1. An ally must be a minimum of 2 and a maximum of 4 UGs.
- 2. They must take enough UGs to get them to at least 50% of the minimums in the list being used.
- 3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
- 4. Unless specified in the notes, the general must be the same type as the army commander in the main list but cannot be legendary. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Where an internal ally is allowed, and no contingent is specified they must conform to the following rules:

- 1. Each internal ally must be a minimum of 2 and a maximum of 4 UGs.
- 2. The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
- 3. They must take enough UGs to get them to at least 50% of the minimums in the list if there is enough allowance for a UG after the core army itself has taken the minimum. For example: An army has 4-12 cavalry (UG size 4,6) and 18-32 spearmen (UG size 6,8,9) as compulsory troops with 2 internal allies. The core army must take 4 cavalry and at least 18 spearmen. The first ally must take 4 cavalry and at least 9 spearmen. The second ally must take 4 cavalry but cannot take the 9 spearmen as this would exceed the 32 spearmen limit for the army.

- 4. If a list requires a proportion of a troop type to be upgraded or regraded, then the army as a whole must comply with this requirement. Internal allies do not have to comply these requirements. For example: ¼ to ¾ of Turcomans must be upgraded from Experienced to Skilled shooting. An internal ally might have all Experienced as long as the army as a whole has ¼ to ¾ Skilled.
- 5. They can thereafter take any troops up to the maximum to create the rest of the allied contingent. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Poor quality TuGs in Pacto must start with 2 or 3 elements. TuGs downgraded from Average quality must start with 2 elements, except where they are already allowed 3 elements. Poor quality SuGs or Average quality downgraded to Poor may start with 1, 2 or 3 elements.

As a courtesy to your opponent when you deploy your troops, you should describe each UG fully; type, training, quality, protection, melee weaponry, shooting skill and weaponry, characteristics, and which ally if appropriate. You should also explain how any unusual troop types in your army function and any special rules including Stakes, Caltrops, Barricades and Obstacles and troop types such as Battle Wagons.

The easiest way to calculate points is to use the downloadable on-line army builder at www.mortem-et-gloriam.co.uk. Use this and all you do is use drop downs for the troop classifications and it does all the work for you. For those who prefer pen and paper, or who want to doodle some approximate designs before loading an army up, we have provided the points values with the lists. If a discrepancy exists in the points values between these lists and the army builder, then the army builder has the correct value.

FRIENDLY AND SCENARIO GAMES

Feel free to vary the troop classifications for friendly and scenario games. An interesting aspect of scenario games can be to see what the effect is from representing troops in a different manner.

HISTORICAL INTRODUCTION

The Xia dynasty is the first Chinese dynasty to be described in ancient historical records. The first documentary reference to the Xia dates from over 1,000 years later in records of the Zhou dynasty. The existence of the Xia remains unproven. Archaeology has identified the Erlitou culture, named after a site discovered at Erlitou in Henan province. According to Zhou records, the dynasty ended around 1600 BC because of the Battle of Mingtiao, resulting in a Shang victory and the Duke of Shang being elevated to the throne of China.

The Shang dynasty ruled until 1046 BCE. The earliest written record of Chinese history dates from this period in the form of "oracle bones", inscriptions of divination records. The capital appears to have moved at least nine times. The final move was to Yin (in Henan province). Archaeology suggests the Shang may have been one of many states that co-existed at this time.

The Shang were overthrown by the Zhou at the battle of Muye. King Wu of Zhou led the Zhou in a revolt. According to the legend Di Xin of the Shang had been a good ruler but after he married he became a ruthless ruler. The population supported the revolt s Di Zin had to arm slaves to protect the capital. This resulted in Shang troops refusing to fight or even joining the Zhou. Despite this it was a hard-fought battle.

China was nominally ruled by the Zhou dynasty from 1046 to 256 BCE. The first phase, known as the Western Zhou, lasted until 771 BCE. To legitimise their rule, the Zhou established the concept of the Mandate of Heaven. The Zhou also introduced the fengjian system creating "four categories of people", shi (knightly scholars), gong (artisans), nong (peasant farmers) and shang (merchants and traders). A system of peerage was also developed, which from highest to lowest were: gong (duke), hóu (marquis), bó (count or earl), zi (viscount) and nán (baron).

Throughout the early history of China, the established states were threatened by yi (barbarians). In the Chinese view of the world, these barbarians are described by points of the compass: Dongyi (east), Nanman (south), Xirong (west) and Beidi (north). In reality the tribal groupings appear to have been much more complex. The earliest records date from the Late Shang period and barbarian peoples are regarded as a source of slaves. The Shang kings Wu Ding (c. 1200 BCE) and Di Xin (1075 to 1046 BCE) both launched military expeditions against Yifang (barbarian lands). Early kings were certainly prepared to recruit barbarians as allies.

The Eastern Zhou period is so named after the capital was moved from Haojing to Luoyi in 771 BCE. It consists of two phases, the Spring and Autumn period and the Warring States period. The first period's name derives from the Spring and Autumn Annals, a chronicle of the state of Lu between 722 and 479 BCE, which tradition associates with Confucius.

During this period, the Zhou royal authority over the various feudal states started to decline, as more and more dukes and marquesses obtained de facto regional autonomy, defying the king's court in Luoyi, and waging wars amongst themselves. The gradual Partition of Jin, one of the most powerful states, marked the end of the Spring and Autumn period, and the beginning of the Warring States period.

The period from 685 to 591 BCE is known as the Five Hegemons. During this time leading nobles were given or tried to claim the title of bà (hegemon). These were Qi (685 to 643 BCE), Song (643 to 637 BCE), Jin (636 to 628 BCE), Qin (628 to 621 BCE) and Chu (613 to 591 BCE).

During the Spring and Autumn period the records show that plenty of campaigns were fought against barbarian groups. The Red Di were a particularly active group between 662 and 659 BCE, nearly destroying the state of Xing which had to be rescued by the Qi and then taking the capital of Wei. The Jin eventually subjugated the Red Di state of Lushi in 541 BCE.

CHINESE NAMES AND TERMS

There are currently two systems for the transliteration of Chinese into English, the Wade-Giles system and the Pinyin system. Pinyin is the newer system and has been adopted in these army lists. Many works however use Wade-Giles and the following table lists the transliteration of names and terms used in these lists.

Pinyin	Wade-Giles
Di	Ti
Jin	Chin/Ts'in
Qiang	Ch'inag
Qin	Ch'in
Xianbei	Hsien-pei
Xiongnu	Hsiung-nu

Version 2022.01: 1st January 2022



MAXIMUS ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAXIMUS

	Army Co	mmander	Sub-ge	eneral	Ally general		
Type of general	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive	
Legendary	1600	1400	n/a	n/a	800	700	
Talented	1150	900	850	700	650	600	
Competent	700	550	600	450	300	250	
Mediocre	400	250	400	250	100	50	

CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading. No camp deploys a poor mobile camp when defending and no camp at all when invading.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

Notes

- 1. Points values for skirmishers in Magna and Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
- 2. For further details on how points are calculated visit the Mortem et Gloriam website.



1700 TO 1301 BCE

HISTORICAL NOTES

This list covers the semi-mythical Xia Dynasty and the early part of the Shang Dynasty before the adoption of the chariot.

TROOP NOTES

The army appears to have consisted of tsu and lu troops. Tsu were military units consisting of nobles and their followers. They were raised for specific campaigns. Lu were levies who formed a standing army.

Archery was the prestige arm. The Shang dagger-axe (ge) had a dagger-like blade on a one-metre shaft.

HISTORICAL ENEMIES

Erlitou Chinese; Chinese Northern Barbarians



ARMY COMMANDER	1	Any Instinctive			DATES		1700 BCE to 1301 BCE		
Sub-Generals	0-3	Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Genera	LS				САМР		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Sizi
Nobles and their retinue	INFANTRY	Superior	Experienced		Melee Expert	122		6	6
Nooles and then retifue	Formed Loose	Protected	Bow	-	Meiee Expert	122	-	18	0
TSU TROOPS COMPRISING									
1/0 \\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	INFANTRY	Average	-		NA -1 Tum	76		6	6.0
1/3 Warriors with dagger-axe	Formed Loose	Protected	-	-	Melee Expert	76	-	24	6,9
2/3 Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	12	
2/5 Alchers	Formed Loose	Unprotected	Bow		-	J4	Combat Sily (-14)	48	
LU TROOPS COMPRISING									
1/2 \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	INFANTRY	Poor	-			30		0	6,9
1/3 Warriors with dagger-axe	Tribal Loose	Protected	-	-	-	50	-	12	0,9
2/3 Archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	
2/3 Alchers	Tribal Loose	Unprotected	Bow	-	-	30	Collidat Sily (-9)	24	
T	INFANTRY	Poor	-			20		0	600
Levies with dagger-axe	Tribal Loose	Protected	-	-	-	30	-	36	6,8,9
Levies and armed slaves	INFANTRY	Poor	-			22		0	8,9,10
LEVIES AIIU AIIIIEU SIAVES	Tribal Close	Unprotected	-	-	-	44	-	20	0,7,10

Di allies - Chinese Northern Barbarians



Notes

Only one TUG of nobles is allowed in a command

CHANGES FROM LAST VERSION

CHINESE NORTHERN BARBARIANS



1700 TO 500 BCE

HISTORICAL NOTES

This list includes the various tribal peoples of China, referred to by the Chinese as Yi. The Chinese classified their neighbours by compass direction. The Beidi (Northern Di) were northern barbarians who seem to have lived in a horizontal band from the upper Ordos Loop and across northern Shanxi to the state of Yan north of Beijing. The Chidi (Red Di) lived to the east. They seem to have been more warlike.

TROOP NOTES

The Chinese tribes mostly, if not all, fought as infantry. There is a little evidence for chariots in a Western Chou inscription and Mongolian rock carvings. The infantry were equipped with a small shield and either a weak sword, short spear or javelin.

HISTORICAL ENEMIES

Erlitou Chinese; Chinese Northern Barbarians; Later Shang Chinese; Chinese Nomadic Barbarians; Early Zhou Chinese; Early Spring and Autumn Chinese; The Five Hegemons; Late Spring and Autumn Chinese

CHINESE NORTHERN BARBARIANS

DATES

Combat Shy

35

1 Any Instinctive

Average

Unprotected



1700 BCE to 500 BCE

SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Mountains			
INTERNAL ALLIED GENERA	ALS					САМР		Unfortified; Poor or Av	rerage		
	ТүрЕ										
Trainii		ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	M[IN		
NAME	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG Size	
Chariots (from 1300 BCE)	CHARIO	ΓS	Average	Experienced	Short Spear		82		0	4,6	
Chanots (nom 1300 BCE)	Tribal Loc	se	Protected	Javelin	Short Spear	-	02	-	6	4,0	
Best warriors	INFANTR	Υ	Average	-	-	Devastating Chargers,	76	_	0	6	
Dest Walliots	Tribal Loc	se	Protected	-		Melee Expert	70	-	24	O	
Warriors	INFANTR	Υ	Average	-		Daynatatina Characra	60		36	6,8,9	
Walliois	Tribal Loc	se	Protected	-	-	Devastating Chargers	00	-	144	0,0,9	
Replace warriors with	INFANTR	Υ	Average	Experienced			48	Combat Shy (-14)	0	6,8	
archers	Tribal Loc	se	Unprotected	Bow	-	-	40	Collidat Sily (-14)	Up to half		
Levies, families, slaves or ill-	INFANTR	Υ	Poor	-			22		0	8,9,10	
equipped warriors	Tribal Clo	se	Unprotected	-	-	-	44	-	20	0,9,10	
Skirmishers	INFANTR	Υ	Average	Experienced		Combat Shy	40	_	0	6,9	
SKIIIIISIICIS	Skirmishe	er	Unprotected	Bow	-	Combat Sily	40	-	18	6,9	

Experienced

Sling

ALLIES

Skirmishing slingers

ARMY COMMANDER

Xing allies - The Five Hegemons (Red Di in 640 BCE)

INFANTRY

Skirmisher

CHANGES FROM LAST VERSION



1300 TO 1017 BCE

HISTORICAL NOTES

This list covers the Shang Dynasty from the introduction of the chariot. The Shang were the first truly historical Chinese dynasty. The last Shang king was defeated and killed by the Zhou in 1027 BCE, but his heir was retained as a Zhou vassal and allied with Zhou rebels in a revolt from 1019 to 1017 BCE.

TROOP NOTES

The chariot was probably introduced by Aryan invaders from the west.

Close-fighting infantry were armed with the short one-handed "ko" dagger-axe (which is the commonest weapon in graves) or a 5 foot long spear. Shields were relatively flimsy constructions of wicker and hide and of moderate size. Slaves conscripted as shock-troops by the last Shang king either did not fight or quickly defected.

HISTORICAL ENEMIES

Chinese Northern Barbarians; Later Shang Chinese; Chinese Nomadic Barbarians; Early Zhou Chinese



ARMY COMMANDER	1	Any Instinctive			DATES		1300 BCE to 1017 BCE			
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Mountains			
Internal Allied Genera	LS				САМР		Unfortified; Poor or Ave	Unfortified; Poor or Average		
	ТүрЕ									
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min		
Name	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Size	
Chariots	CHARIOTS	Superior	Experienced	_	_	133	_	6	4,6	
	Formed Loose	Protected	Bow			100		18	1,0	
Guards	INFANTRY	Superior	-	Long Spear	_	121	_	0	6	
	Formed Close	Protected	-	Long Spear		121		6		
Spearmen	INFANTRY	Average	-	Long Spear	_	86	_	0	6,8	
- Spearmen	Formed Close	Protected	-	Long Spear		00		16	0,0	
TSU TROOPS COMPRISING										
1/3 Warriors with dagger-axe	INFANTRY	Average	-		Melee Expert	76		6	6,9	
1/3 Walliots with dagger-axe	Formed Loose	Protected	-			70	<u>-</u>	24	0,9	
2/3 Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	12		
2/3 AICHEIS	Formed Loose	Unprotected	Bow	-	- -	54	Comoat sily (-14)	48		
LU TROOPS COMPRISING										
1/2 \\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	INFANTRY	Poor	-			30		0	6,9	
1/3 Warriors with dagger-axe	Tribal Loose	Protected	-	-	-	50	-	12	0,9	
2/3 Archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0		
2/3 Archers	Tribal Loose	Unprotected	Bow	-	-	50	Compat Sny (-9)	24		
I and a smith decrease	INFANTRY	Poor	-			20		0	600	
Levies with dagger-axe	Tribal Loose	Protected	-	-	-	30	-	36	6,8,9	
Levies and armed slaves	INFANTRY	Poor	-			22		0	8,9,10	
Levies and affined slaves	Tribal Close	Unprotected	-	-	-	44	-	20	0,9,10	



ALLIES

Di allies - Chinese Northern Barbarians Jung allies - Chinese Nomadic Barbarians Zhou allies - Early Zhou Chinese (from 1122 BCE)

Notes

Only one external ally may be taken.

CHANGES FROM LAST VERSION

CHINESE NOMADIC BARBARIANS



1300 TO 314 B€E

HISTORICAL NOTES

Rong is a general term for nomadic tribes of the northwestern territories, or the western tribes of the "four barbarians", roaming the area of modern Shaanxi, Gansu, Ningxia. The Rong were therefore also known as the Western Rong. Traditionally the oldest known people of the northwest, the Hunyu are said to be ancestors of the Rong. During the Spring and Autumn period (8th to 5th centuries BCE) the mightiest tribes of the Rong were Yun Rong, Jiang Rong, and Quan Rong. Chinese scholars think that the Yun Rong were descendants of the Xuanyuan that had at the end of the Western Zhou period (c. 770 BCE) conquered the capital of the Zhou empire, Zongzhou near modern Xi'an, Shaanxi. They caused the flight of the Zhou dynasty to the east, and thereby initiated the Eastern Zhou period (770 to 221 BCE) during which the royal house was critically weakened against the feudal lords.

The Yun Rong lived in the regions of modern Shaanxi, Ningxia and Gansu and regularly plundered Chinese border villages. King Xuan of the Zhou was the first to undertake a military expedition to pacify the belligerent Rong tribes. In the early Spring and Autumn period a lot of Rong and Di people migrated to the east and came as far as Weirui and Huanyuan (modern Yanshi, Henan), and also moved into the Han River valley.

TROOP NOTES

The nomads developed horse archery. There is some evidence to suggest that the earliest nomads may have used chariots.

HISTORICAL ENEMIES

Chinese Northern Barbarians; Later Shang Chinese; Chinese Nomadic Barbarians; Early Zhou Chinese; Early Spring and Autumn Chinese; The Five Hegemons; Late Spring and Autumn Chinese; Early Warring States; Middle Warring States; Qin; Later Warring States; Qiang

CHINESE NOMADIC BARBARIANS



ARMY COMMANDER		Any Instinctive			DATES		1300 BCE to 314 BCE			
	0-2	Any Instinctive			TERRAIN		Standard, Plains			
LS	0-2	Any Instinctive			САМР		Unfortified or Mobile	; Poor or Ave	rage	
ТүрЕ										
TRAINING AN	ND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT 0 RY	BASE	O PTIONAL	Min		
Formation	1	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG Sizi	
CHARIOT	S	Average	Experienced	Short Spear	_	82	_	6	4,6	
Tribal Loos	se	Protected	Javelin	Short Spear		02		18	7,0	
CAVALRY	(Superior	Experienced	Short Spear	_	161	Melee Expert (32)	0	4,6	
Formed Loo	se	Protected	Bow	Differ opear		101	Tyleree Expert (02)	6	7,0	
CAVALRY	(Average	Experienced		-	94	Combat Shy (-18)	24	4,6	
Formed Flexi	ible	Unprotected	Bow			7 7	Comoat Sily (-10)	80	7,0	
CAVALRY	(Average	Skilled	_	_	129	Combat Shy (-18)		4,6	
Formed Flexi	ible	Unprotected	Bow	_		127	Comoat Sily (-10)	Up to half	7,0	
INFANTR'	Y	Average	Experienced			18	Combat Shy (14)	0	6,8	
Tribal Loos	se	Unprotected	Bow			40	Comoat sily (-14)	24	0,0	
CAVALRY	7	Average	Experienced			57	Combat Shy (1)	0	4,6	
Skirmishe	r	Unprotected	Bow	-	-	37	Compatibility (-4)	12	4,0	
CAVALRY	<i>[</i>	Average	Experienced		Cantabrian	73	Combat Shy (1)		4,6	
Skirmishe	r	Unprotected	Bow		Calitabilali	7.0	Collidat Sily (-4)	All or none	2 4,0	
INFANTRY	Y	Average	Experienced	_	Combat Shy	40	_	0	6,9	
Skirmishe	r	Unprotected	Bow		Comoat only	-1 0	-	18	0,7	
	FORMATION CHARIOT Tribal Loos CAVALRY Formed Loc CAVALRY Formed Flexi CAVALRY Formed Flexi INFANTR' Tribal Loos CAVALRY Skirmishe CAVALRY Skirmishe INFANTR'	0-2 0-2	1.S 0-2 Any Instinctive TYPE TRAINING AND QUALITY FORMATION PROTECTION CHARIOTS Average Tribal Loose Protected CAVALRY Superior Formed Loose Protected CAVALRY Average Formed Flexible Unprotected CAVALRY Average Formed Flexible Unprotected INFANTRY Average Tribal Loose Unprotected CAVALRY Average Skirmisher Unprotected	Any Instinctive 1.S O-2 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL FORMATION PROTECTION WEAPONRY CHARIOTS Average Experienced Tribal Loose Protected Javelin CAVALRY Superior Experienced Formed Loose Protected Bow CAVALRY Average Experienced Formed Flexible Unprotected Bow CAVALRY Average Skilled Formed Flexible Unprotected Bow INFANTRY Average Experienced Tribal Loose Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow Experienced Bow CAVALRY Average Experienced Skirmisher Unprotected Bow Experienced Bow Experienced Bow CAVALRY Average Experienced	O-2 Any Instinctive TYPE TRAINING AND QUALITY SHOOTING SKILL MELE FORMATION PROTECTION WEAPONRY WEAPONRY CHARIOTS Average Experienced Tribal Loose Protected Javelin CAVALRY Superior Experienced Formed Loose Protected Bow CAVALRY Average Experienced Formed Flexible Unprotected Bow CAVALRY Average Experienced Formed Flexible Unprotected Bow INFANTRY Average Experienced Tribal Loose Unprotected Bow CAVALRY Average Experienced Skilled Formed Flexible Unprotected Bow INFANTRY Average Experienced Tribal Loose Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow Experienced Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Skirmisher Unprotected Bow Experienced Bow CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced	O-2 Any Instinctive TYPE TRAINING AND FORMATION CHARACTERISTICS CHARIOTS CHARIOTS CHARIOTS CAVALRY Formed Loose Frotected Formed Loose CAVALRY Formed Flexible CAVALRY Formed Flexible CAVALRY Average Short Spear CAVALRY Formed Flexible CAVALRY Average Skilled Formed Flexible INFANTRY Average CAVALRY Average Experienced Bow CAVALRY Average Experienced Bow CAVALRY Average CAVALRY Average Experienced Bow CAVALRY Average Experienced Bow CAVALRY Average Experienced Bow CAVALRY Average Experienced Bow CAVALRY Average Experienced CAVALRY Average Experienced Bow CAVALRY Average Experienced CAVALRY Average Experienced Skirmisher Unprotected Bow CAVALRY Average Experienced Cantabrian Combat Shy	O-2 Any Instinctive O-2 O-2 Any Instinctive O-2 O-2	CAMP Standard, Plains CAMP Standard, Plains Unfortified or Mobile	CAMP Standard, Plains CAMP CAMP CAMP CAMP Combat Shy (-14)	

ALLIES

Di allies - Chinese Northern Barbarians

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

EARLY ZHOU CHINESE



1122 TO 722 BCE

HISTORICAL NOTES

The Zhou dynasty followed the Shang dynasty. The military control of China by the royal house (Ji) lasted from around 1046 until 771 BCE. The Zhou kings enfeoffed their fellow warriors and relatives created large domains of land. Individuals were assigned as rulers of these domains. This decentralised system contributed to the longevity of the Zhou dynasty which survived to be replaced by the Qin dynasty. Over time, this decentralized system became strained as the familial relationships between the Zhou kings and the regional dynasties weakened. In 771 BCE the Marquis of Shen joined with Zeng and the Quanrong barbarians to sack the capital Hao. The capital was moved eastward to Wangcheng, marking the transition from "Western Zhou" to "Eastern Zhou". The Eastern Zhou was characterized by an accelerating collapse of royal authority, although the king's ritual importance allowed over five more centuries of rule.

TROOP NOTES

The early Western Zhou supported a strong army, split into two major units: "the Six Armies of the West" and "the Eight Armies of Chengzhou". Although chariots had been introduced to China during the Shang dynasty from Central Asia, the Zhou period saw the first major use of chariots in battle. The heavy 4 horse chariot is a replacement for the lighter 2 horse variety. The Sima Fa does indicate that the Shang 'chariots for the new moon' put speed first, but Zhou chariots the 'source of their weapons' put excellence first.

HISTORICAL ENEMIES

Chinese Northern Barbarians; Later Shang Chinese; Chinese Nomadic Barbarians; Early Zhou Chinese; Early Spring and Autumn Chinese

EARLY ZHOU CHINESE



ARMY COMMANDER	1	Any Instinctive			DATES		1122 BCE to 722 BCE		
SUB-GENERALS	0-2	Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Genera	LS 0-3	Any Instinctive			САМР		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M andat o ry	BASE	O PTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE
Two-horse chariots	CHARIOTS	Superior	Experienced			133		8	4,6
i wo-noise chanots	Formed Loose	Protected	Bow	-	-	100	-	18	4,0
Before 1000 BC									
Replace two-horse with four-	CHARIOTS	Superior	Experienced		Melee Expert	166	Shoot & Charge (14)		4,6
horse chariots	Formed Loose	Protected	Bow	-	Meiee Expert	100	31100t & Charge (14)	Up to half	4,0
FROM 1000 BC									
Replace two-horse with four-	CHARIOTS	Superior	Experienced		Melee Expert	166	Shoot & Charge (14)	Half	4,6
horse chariots	Formed Loose	Protected	Bow	-	Meiee Expert	100	31100t & Charge (14)	All	4,0
Regrade four-horse chariots	CHARIOTS	Superior	Experienced	C1 . C	Melee Expert	180	Shoot & Charge (14), Devastating Chargers		4,6
Regiade four-noise chanots	Formed Loose	Protected	Bow	Short Spear	Meiee Expert	100	(18)	Any	4,0
Time and the banking for the	INFANTRY	Superior	-		N 4 - 1 E	114		0	6,8
Tiger guard (huben) infantry	Drilled Loose	Protected	-	-	Melee Expert	114	-	8	0,8
TSU TROOPS COMPRISING									
2/2 Warrians with dagger ave	INFANTRY	Average	-		Malaa Erraant	86		12	6,9
2/3 Warriors with dagger-axe	Formed Flexible	Protected	-		Melee Expert	00	<u>-</u>	48	0,9
1/3 Archers	INFANTRY	Average	Experienced		_	54	Combat Shy (-14)	6	
1/0/1001015	Formed Loose	Unprotected	Bow	-	-	U -1	Compatibility (-14)	24	

EARLY ZHOU CHINESE



LU TROOPS COMPRISING									
2/3 Warriors with dagger-axe	INFANTRY	Poor	-		_	30		0	6,9
273 Walliots With dagger-axe	Tribal Loose	Protected	-			30		24	0,7
1/3 Archers	INFANTRY	Poor	Experienced	_	_	35	Combat Shy (-9)	0	
173 Archers	Tribal Loose	Unprotected	Bow	- -	-	30	Collidat Sily (-9)	12	
Infantry with short spear and	INFANTRY	Average	-	Short Spear		67		6	6,8,9
shield	Formed Loose	Protected	-	Short spear	-	07	-	18	0,0,9
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	6	6,8
Aichers	Formed Loose	Unprotected	Bow	-	-	J 4	Collidat Sily (-14)	18	0,0
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	40		0	6.0
SKIIIIIISIIEIS —	Skirmisher	Unprotected	Bow	· -	Combat Shy		-	18	6,8

ALLIES

Dongyi or Quanrong allies - Chinese Nomadic Barbarians

CHANGES FROM LAST VERSION

EARLY SPRING AND AUTUMN CHINESE



771 TO 685 BCE

HISTORICAL NOTES

After the Zhou capital was sacked, the Zhou moved the capital east to Chengzhou in the Yellow River Valley. The Zhou royalty was then closer to its main supporters, particularly the Jin, and Zheng. The Zhou royal family had much weaker authority and relied on lords from these vassal states for protection and for resolution of internal power struggles. The Zhou court would never regain its original authority and was relegated to being merely a figurehead of the feudal states. Though the king retained the Mandate of Heaven, the title held little actual power.

Duke Yin of Lu ascended the throne in 722 BCE. From this year on the state of Lu kept an official chronicle, the Spring and Autumn Annals, which along with its commentaries is the standard source for the Spring and Autumn period. Corresponding chronicles are known to have existed in other states as well, but all but the Lu chronicle have been lost. In 717 BCE, Duke Zhuang of Zheng went to the capital for an audience with King Huan. During the encounter the duke felt he was not treated with the respect and etiquette which would have been appropriate, given that Zheng was now the chief protector of the capital. In 715 BCE Zheng also became involved in a border dispute with Lu regarding the Fields of Xu. The fields had been put in the care of Lu by the king for the exclusive purpose of producing royal sacrifices for the sacred Mount Tai. Zheng regarding the fields as just any other piece of land was an insult to the court.

By 707 BCE, relations had soured enough that the king launched a punitive expedition against Zheng. The duke counter-attacked and raided Zhou territory, defeating the royal forces in The Battle of Xuge and injuring the king himself. Zheng was the first vassal to openly defy the king, initiating centuries of warfare without respect for titles which would characterise the period.

TROOP NOTES

Chariots remained the prestige arm and used in increased numbers compared to earlier times. Due to improved logistics armies could include larger numbers of infantry. The dagger-axe and composite bow remained the primary weapons used by the infantry.

HISTORICAL ENEMIES

Chinese Northern Barbarians; Chinese Nomadic Barbarians; Early Zhou Chinese; Early Spring and Autumn Chinese

EARLY SPRING AND AUTUMN CHINESE



ARMY COMMANDER	1	Any Instinctive			DATES		771 BCE to 685 BCE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Coastal, Mou	ntains	
Internal Allied Genera	1.5 0-3	Any Instinctive CAMP		Самр		Fortified or Unfortified;	d; Poor or Average		
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M andat o ry	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Che - chariots	CHARIOTS	Superior	Experienced	_	Melee Expert	166	Shoot & Charge (14)	12	4,6
	Formed Loose	Protected	Bow		Tviciec Expert	100	briode & Grange (17)	24	1,0
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers		4,6
regrade charlots	Formed Loose	Protected	Bow	IVIII I Oleanii	wielee Expert	200	(18)	Any	7,0
Warriors with dagger-axe	INFANTRY	Average	-		Melee Expert	76		12	6,8
and shield	Formed Loose	Protected	-	-	Meice Expert	70		48	0,0
Tiger guard (huben) infantry	INFANTRY	Superior	-		Melee Expert	114		0	6,8
	Drilled Loose	Protected	-	-	Meice Expert	114	-	8	- 0,0
TSU TROOPS COMPRISING									
1/3 Warriors with dagger-	INFANTRY	Average	-	I C		04		3	60
axe	Formed Flexible	Protected	-	Long Spear	-	91	-	16	6,9
2/3 Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	6	
2/5 Archers	Formed Loose	Unprotected	Bow	-	-	J4	Combat Sily (-14)	32	
LU TROOPS COMPRISING									
1/2 Warriana with dagger ave	INFANTRY	Poor	-	I and Char		43		0	6,9
1/3 Warriors with dagger-axe	Tribal Loose	Protected	-	Long Spear	<u>-</u>	43		16	
2/3 Archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	
3 Archers	Tribal Loose	Unprotected	Bow	-	-	00	Confluence Stry (-9)	32	

EARLY SPRING AND AUTUMN CHINESE



Other infantry	INFANTRY	Average	-	Short Spear		57		0	6,8
	Tribal Loose	Protected	-	Short Spear		07	-	24	- 0,0
Foot archers	INFANTRY	Poor	Experienced			25	Combat Shy (-9)	0	6,8
root archers	Tribal Loose	Unprotected	Bow		-	30	Collidat Sily (-9)	18	- 0,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40		0	6.9
Skillinsilling archers	Skirmisher	Unprotected	Bow	-	Compatibility	40	-	18	- 0,9

NOTES

In Tsu and Lu TuGs, the spearmen must be deployed in the front rank.

CHANGES FROM LAST VERSION

THE FIVE HEGEMONS



685 TO 591 BCE

HISTORICAL NOTES

The first hegemon was that of Duke Huan of Qi (685–643 BCE). With the help of his prime minister, Guan Zhong, he reformed Qi to centralize its power structure. The state consisted of 15 "townships" with the duke and two senior ministers each in charge of five. Military functions were united with civil ones. Duke Huan intervened in a power struggle in Lu. He protected Yan from encroaching Western Rong nomads (664 BCE). He drove off Northern Di nomads after they'd invaded Wey (660 BCE) and Xing (659 BCE). He provided the people with provisions and protective garrison units. He led an alliance of eight states to conquer Cai and thereby block the northward expansion of Chu (656 BCE). At his death in 643 BCE, five of Duke Huan's sons contended for the throne, badly weakening the state so that it was no longer regarded as the hegemon. For nearly ten years, no ruler held the title.

Duke Xiang of Song attempted to claim the hegemony in the wake of Qi's decline, perhaps driven by a desire to restore the Shang Dynasty from which Song had descended. He hosted peace conferences in the same style as Qi had done and conducted aggressive military campaigns against his rivals. Duke Xiang met his end when, against the advice of his staff, he attacked the much larger state of Chu. The Song forces were defeated at the battle of Hong in 638 BCE, and the duke himself died in the following year from an injury sustained in the battle.

When Duke Wen of Jin came to power in 636 BCE, he capitalized on the reforms of his father, Duke Xian, who had centralized the state, killed off relatives who might threaten his authority, conquered sixteen smaller states, and even absorbed some Rong and Di peoples to make Jin much more powerful than it had been previously. When he assisted King Xiang in a succession struggle in 635 BCE, Xiang awarded Jin with strategically valuable territory near Chengzhou. He then used his growing power to coordinate a military response with Qi, Qin, and Song against Chu, which had begun encroaching northward after the death of Duke Huán of Qi. With a decisive Chu loss at the Battle of Chengpu (632 BCE), Duke Wen's loyalty to the Zhou king was rewarded.

Duke Mu of Qin had ascended the throne in 659 BCE and forged an alliance with Jin by marrying his daughter to Duke Wen. In 624 BCE, he established hegemony over the western Rong barbarians and became the most powerful lord of the time. However, he did not chair any alliance with other states nor was he officially recognized as hegemon by the king. King Zhuang of Chu expanded the borders of Chu well north of the Yangtze River, threatening the central states in modern Henan. At one point the Chu forces advanced to just outside the royal capital of Zhou. In the end the Zhou capital was spared, and Chu shifted focus to harassing the nearby state of Zheng. The once-hegemon state of Jin intervened to rescue Zheng from the Chu invaders but were resolutely defeated, which marks the ascension of Chu as the dominant state of the time. King Zhuang's self-proclaimed title of "king" was never recognized by the Zhou states. In the Spring and Autumn Annals he is defiantly referred to by the Chu ruler's original title "viscount" (the second-lowest noble rank), even at a time when he dominated most of south China.

TROOP NOTES

The trends of the earlier period continued with armies increasing in size.

HISTORICAL ENEMIES

Chinese Northern Barbarians; Chinese Nomadic Barbarians; The Five Hegemons

THE FIVE HEGEMONS



ARMY COMMANDER		1 Any			DATES		685 BCE to 591 BCE		685 BCE to 591 BCE			
SUB-GENERALS	0	-3 Any (up to 1 Profess	sional)		TERRAIN		Standard, Coastal, Mou	ntains				
INTERNAL ALLIED GENERA	ALS 0	-2 Any Instinctive			Самр		Fortified or Unfortified;	Poor or A	verage			
	ТүрЕ											
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min				
NAME	Formation	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size			
Che - chariots	CHARIOTS Formed Loose	Superior Protected	Experienced Bow	-	Melee Expert	166	Shoot & Charge (14)	12 24	4,6			
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers		4,6			
O	Formed Loose	Protected	Bow		ı		(18)	Any	,			
Upgrade chariots to Ducal Guard	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	219	Shoot & Charge (14), Devastating Chargers	0	4,6			
	Drilled Loose	Protected	Bow		ı	227	(18)	12	.,0			
Infantry with long dagger-	INFANTRY	Average	-	Polearm	-	82	_	8	6,8			
axe	Formed Loose	Protected	-					24	-,-			
TSU TROOPS COMPRISING												
1/3 Warriors with dagger-	INFANTRY	Average	-	Long Spear		91		3	6,9			
axe	Formed Flexibl	e Protected	-	Long Spear	-	91		16	0,9			
2/3 Archers	INFANTRY	Average	Experienced	_	_	54	Combat Shy (-14)	6				
210 I deficis	Formed Loose	Unprotected	Bow	_		04	Comoat Sily (-14)	32				
LU TROOPS COMPRISING												
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	Long Spear		43		0	6,9			
175 Walliots With dagger-axe	Tribal Loose	Protected	-	Long Spear		40		16	0,7			
2/3 Archers	INFANTRY	Poor	Experienced	_	_	35	Combat Shy (-9)	0				
21 0 1 HCHC10	Tribal Loose	Unprotected	Bow				Combat Sny (-9)	32				

THE FIVE HEGEMONS



Other infantry	INFANTRY	Average	-	Short Spear		57		0	6,8
	Tribal Loose	Protected	-	Short Spear	-	57	-	24	0,0
Foot archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	6,8
root arcners	Tribal Loose	Unprotected	Bow	-	-	00	Controat only (-9)	18	
Impressed tribesmen	INFANTRY	Average	-	-	Devastating Chargers	60	-	0	6,8,9
	Tribal Loose	Protected	-		Devastating Chargers	00		18	0,0,9
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	40	-	0	6.9
	Skirmisher	Unprotected	Bow	- <u>-</u>	Compat Sily	40		18	0,9

ALLIES

Di allies - Chinese Northern Barbarians

Notes

A command can contain only one TuG of Ducal Guard chariots.

In Tsu and Lu TuGs, the warriors with dagger-axe must be deployed in the front rank.

CHANGES FROM LAST VERSION

LATE SPRING AND AUTUMN CHINESE



591 TO 475 BCE

HISTORICAL NOTES

Eventually the dukes of Lu, Jin, Zheng, Wey and Qi would all become figureheads to powerful aristocratic families. In the case of Jin, the shift happened in 588 BCE when the army was split into six independent divisions, each dominated by a separate noble family: the Zhao, Wei, Han, Fan, Zhi and Zhongxing. The heads of the six families were conferred the titles of viscounts and made ministers, each heading one of the six departments of Zhou Dynasty government. From this point on, historians refer to "The Six Ministers" as the true power brokers of Jin. The same happened to Lu in 562 BCE, when the Three Huan divided the army into three parts and established their own separate spheres of influence. The heads of the three families were always among the department heads of Lu.

TROOP NOTES

This period started to see the transformation of warfare from armies led by aristocrats into warfare conducted by the state.

HISTORICAL ENEMIES

Chinese Northern Barbarians; Chinese Nomadic Barbarians; Late Spring and Autumn Chinese

LATE SPRING AND AUTUMN CHINESE



ARMY COMMANDER		1	Any			DATES		591 BCE to 475 BCE		
SUB-GENERALS		0-3	Any (up to 1 Professi	onal)		TERRAIN		Standard, Coastal, Mo	untains	
INTERNAL ALLIED GENERA	ALS	0-2	Any Instinctive			Самр		Fortified or Unfortified	; Poor or Ave	rage
	ТүрЕ		·							
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	Min	
NAME	FORMATIO		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG SIZE
Che - chariots	CHARIOT Formed Lo		Superior Protected	Experienced Bow	-	Melee Expert	166	Shoot & Charge (14)	6 12	4,6
Regrade chariots	CHARIO	ΓS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers		4,6
2.00	Formed Lo	ose	Protected	Bow	ivita i oleanii			(18)	Any	1,0
Upgrade chariots	CHARIO	ΓS	Superior	Experienced	Mtd Polearm	Melee Expert	219	Shoot & Charge (14), Devastating Chargers	0	4,6
	Drilled Loc	ose	Protected	Bow		•		(18)	6	
Line chariots	CHARIO	ΓS	Average	Experienced		Melee Expert	128	Shoot & Charge (10)	0	4,6
Line chanots	Formed Lo	ose	Protected	Bow		Iviciee Expert	120	Shoot & Charge (10)	6	1,0
Regrade line chariots	CHARIO	ΓS	Average	Experienced	Short Spear	Melee Expert	138	Shoot & Charge (10), Devastating Chargers		4,6
	Formed Lo	ose	Protected	Bow			100	(13)	All or none	,
Infantry with long dagger-	INFANTR	Υ	Average	-	Polearm		82		8	6,8
axe	Formed Lo		Protected	-	1 Olcallii	_	02		24	0,0
Upgrade infantry with long	INFANTE		Average	-	Polearm	_	87	_		6,8
dagger-axe	Drilled Lo	ose	Protected	-	1 Oledilli				Up to half	0,0
TSU TROOPS COMPRISING										
1/3 Warriors with dagger-	INFANTR	Υ	Average	-	I and Char		91		3	6,9
axe	Formed Flex	kible	Protected	-	Long Spear	-	91	-	16	0,9
2/3 Archers	INFANTR	Υ	Average	Experienced			54	Combat Shy (-14)	6	
ZIO I UCHEIS	Formed Lo	ose	Unprotected	Bow	-	<u>-</u>	J 1	Compat 511y (-14)	32	

LATE SPRING AND AUTUMN CHINESE



LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	+	Long Spear	_	43		0	6,9
1/3 Walliots with dagger-axe	Tribal Loose	Protected	-	Long Spear				16	
2/3 Archers	INFANTRY	Poor	Experienced		_	35	Combat Shy (-9)	0	
Z/3 / MCHEIS	Tribal Loose	Unprotected	Bow					32	
Other infantry	INFANTRY	Average	-	Short Spear	_	57	-	0	6,8
	Tribal Loose	Protected	-		-			24	
Foot archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	6,8
root archers	Tribal Loose	Unprotected	Bow	<u>-</u>	-	30	Collidat Sily (-9)	18	0,0
Impressed tribesmen	INFANTRY	Average	-		Daynetating Chargers	60		0	6,8,9
impressed dibesinen	Tribal Loose	Protected	-	-	Devastating Chargers	60	-	18	0,0,9
Skirmishing archers	INFANTRY	Average	Experienced		Combatchy	40		0	6,9
	Skirmisher	Unprotected	Bow	-	Combat Shy	40	-	36	0,9

NOTES

In Tsu and Lu TuGs, the warriors with dagger-axe must be deployed in the front rank.

CHANGES FROM LAST VERSION



MAGNA ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - MAGNA

	Army Co	mmander	Sub-ge	eneral	Ally general		
Type of general	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive	
Legendary	1280	1120	n/a	n/a	640	560	
Talented	920	720	680	560	520	480	
Competent	560	440	480	360	240	200	
Mediocre	320	200	320	200	80	40	

CAMPS

Type of camp	Poor	Average	Superior
Unfortified	108	180	252
Fortified	216	360	504
Flexible	180	300	420
Mobile	126	210	294
No camp	378	N/A	N/A

A flexible camp is deployed as a fortified camp when defending and a mobile camp when invading. No camp deploys a poor mobile camp when defending and no camp at all when invading.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

Notes

- 1. Points values for skirmishers in Magna are greater than in Maximus as SuGs shoot at full effect with only two ranks.
- 2. For further details on how points are calculated visit the Mortem et Gloriam website.



ARMY COMMANDER	1	Any Instinctive	y Instinctive DATE		DATES		1700 BCE to 1301 BCE		
SUB-GENERALS	0-	3 Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied General	LS				САМР		Unfortified; Poor or Average		
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Size
Nobles and their retinue	INFANTRY	Superior	Experienced		Melee Expert	122		4	4
Nobles and then retine —	Formed Loose	Protected	Bow	-	Meiee Expert	122	-	12	4
TSU TROOPS COMPRISING									
1/2 Warriana with dagger ave	INFANTRY	Average	-		Melee Expert	76		4	6
/3 Warriors with dagger-axe	Formed Loose	Protected	-	-	Ivicice Expert	70	-	16	0
2/3 Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	8	
2/3 Archers	Formed Loose	Unprotected	Bow		_	J 4	Collidat Sily (-14)	32	
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-			30	-	0	6
175 Warnors with dagger-axe	Tribal Loose	Protected	-	-	-	50		8	0
2/3 Archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	
2/3 Archers	Tribal Loose	Unprotected	Bow	-	-	30	Collidat Sily (-9)	16	
T	INFANTRY	Poor	-			30		0	1.6
Levies with dagger-axe	Tribal Loose	Protected	-	-	-	30	-	24	4,6
Levies and armed slaves	INFANTRY	Poor	-		_	22		0	4,6
ries and armed slaves	Tribal Close	Unprotected	-	-	-	44	-	14	+,∪

Di allies - Chinese Northern Barbarians



Notes

Only one TUG of nobles is allowed in a command

CHANGES FROM LAST VERSION

CHINESE NORTHERN BARBARIANS

DATES

Combat Shy

43

Any Instinctive

Unprotected

Average

Unprotected



12

0

4,6

1700 BCE to 500 BCE

3.11		_	1 117 1110 11110 1110								
SUB-GENERALS	_	0-3	Any Instinctive			TERRAIN		Mountains			
Internal Allied Genera	LS					САМР		Unfortified; Poor or Average			
	ТүрЕ										
	TRAINING A	ND O	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min		
Name	FORMATIO	1	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	MAX	UG SIZE	
Chariots (from 1300 BCE)	CHARIOT	S	Average	Experienced	Short Spear		82		0	1	
Chanots (nom 1000 bCL)	Tribal Loos	se	Protected	Javelin	Short Spear	- -	02	-	4		
Best warriors	INFANTR'	Y	Average	-	-	Devastating Chargers, Melee Expert	76		0	1	
best waillors	Tribal Loos	se	Protected	-			70	-	16	- +	
Warriors	INFANTR'	Y	Average	-		Devastating Chargers	60		24	1.6	
warnors	Tribal Loos	se	Protected	-	_		60	-	96	4,6	
Replace warriors with	INFANTR'	Y	Average	Experienced			48	Combat Shy (-14)	0	1	
archers	Tribal Loos	se	Unprotected	Bow	-	- -	40	Compatibility (-14)	Up to half	- 4	
Levies, families, slaves or ill-	INFANTR'	Y	Poor	-			22		0	1.6	
equipped warriors	Tribal Clos	e	Unprotected	-	-	- -	22	-	14	4,6	
Skirmishers	INFANTR'	Y	Average	Experienced		Combat Shy	50		0	4,6	
2KIIIIII3IIE13	Skirmicha	-	Linnentantad	Dorry	-	Combat sny	50	-	10	4,0	

Bow

Experienced

Sling

ALLIES

Skirmishing slingers

ARMY COMMANDER

Xing allies - The Five Hegemons (Red Di in 640 BCE)

Skirmisher

INFANTRY

Skirmisher

CHANGES FROM LAST VERSION



ARMY COMMANDER	1	Any Instinctive			DATES		1300 BCE to 1017 BCE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Genera	LS				САМР		Unfortified; Poor or Av	erage	
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	O PTIONAL	Min	
NAME	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Size
Chariots	CHARIOTS	Superior	Experienced	_	_	133	_	4	4
	Formed Loose	Protected	Bow			100		12	,
Guards	INFANTRY	Superior	-	Long Spear	_	121	_	0	4
	Formed Close	Protected	-	Long Spear		121		4	<u>'</u>
Spearmen	INFANTRY	Average	-	Long Spear	_	86	_	0	4
- Spearmen	Formed Close	Protected	-	Long Spear		00		12	,
TSU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Average	-	_	Melee Expert	76		4	6
1/3 Walliols With dagger-axe	Formed Loose	Protected	-		Iviciee Expert	70		16	
2/3 Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	8	
2/3 / Hellers	Formed Loose	Unprotected	Bow			U -1	Comoat sily (-14)	32	
LU TROOPS COMPRISING									
1/2 \\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	INFANTRY	Poor	-			30		0	6
1/3 Warriors with dagger-axe	Tribal Loose	Protected	-	-	- -	30	-	8	0
2/3 Archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	
2/3 Archers	Tribal Loose	Unprotected	Bow	-	-	30	Compatibility (-9)	16	
Louise with document	INFANTRY	Poor	-			30		0	4,6
Levies with dagger-axe	Tribal Loose	Protected	-	-	-	30	-	24	4,0
Levies and armed slaves	INFANTRY	Poor	-			22		0	4,6
Levies and anned staves	Tribal Close	Unprotected	-	-	-	44	-	14	4,0



ALLIES

Di allies - Chinese Northern Barbarians Jung allies - Chinese Nomadic Barbarians Zhou allies - Early Zhou Chinese (from 1122 BCE)

Notes

Only one external ally may be taken.

CHINESE NOMADIC BARBARIANS



ARMY COMMANDER	MY COMMANDER		Any Instinctive	Any Instinctive			DATES		1300 BCE to 314 BCE			
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Standard, Plains				
INTERNAL ALLIED GENERA	LS	0-2	Any Instinctive			САМР		Unfortified or Mobile	; Poor or Aver	age		
	ТүрЕ											
	TRAINING A	ND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT OR Y	BASE	O PTIONAL	Min			
Name	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG SIZE		
Chariots (before 800 BCE)	CHARIOT		Average	Experienced	Short Spear	-	82	-	4	4		
	Tribal Loo		Protected	Javelin					12			
Best cavalry	CAVALR		Superior	Experienced	Short Spear	-	161	Melee Expert (32)	0	4		
, coo cavary	Formed Loc	ose	Protected	Bow	Bhore Bpear		101		4	,		
Other cavalry	CAVALRY		Average	Experienced		_	94	Combat Shy (-18)	16	4		
Outer cavany	Formed Flex	ible	Unprotected	Bow			<i></i>	Comout bity (10)	56	,		
Upgrade other cavalry (from	CAVALRY	Y	Average	Skilled		-	129	Combat Shy (-18)		4		
800 BCE)	Formed Flex	ible	Unprotected	Bow			127	Combat Sily (-10)	Up to half	7		
Archers	INFANTR	Y	Average	Experienced	_	_	48	Combat Shy (-14)	0	Л		
7 Herrers	Tribal Loo	se	Unprotected	Bow	_	_	40	Combat Sily (-14)	16	7		
Skirmishing cavalry	CAVALR	Y	Average	Experienced			70	Combat Shy (-4)	0	4		
Skiillisiillig Cavaliy	Skirmishe	r	Unprotected	Bow	-	-	70	Combat Sily (-4)	8	7		
Upgrade skirmishing cavalry	CAVALR	Y	Average	Experienced		Cantabrian	86	Combat Shy (-4)		4		
Opgrade skirmsning cavally	Skirmishe	r	Unprotected	Bow	-	Cantabrian	ÖÖ	Combat Sily (-4)	All or none	4		
Skirmishing archers	INFANTR	Y	Average	Experienced		Combat Shy	50		0	4,6		
oviming archers	Skirmishe	r	Unprotected	Bow	-	Compatibily	50	-	12	4,0		

ALLIES

Di allies - Chinese Northern Barbarians

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

EARLY ZHOU CHINESE



ARMY COMMANDER	1	Any Instinctive			DATES		1122 BCE to 722 BCE		
SUB-GENERALS	0-2	2 Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Genera	1.5 0-3	Any Instinctive			САМР		Unfortified; Poor or Av	erage	
	Түрв				_				
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M andat o ry	BASE	O PTIONAL	Min	
Name	Formation	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Two-horse chariots	CHARIOTS	Superior	Experienced	_	_	133	_	4	4
- Wo-noise chanots	Formed Loose	Protected	Bow			100	_	12	
BEFORE 1000 BC									
Replace two-horse with four-	CHARIOTS	Superior	Experienced		Melee Expert	166	Shoot & Charge (14)		4
horse chariots	Formed Loose	Protected	Bow	<u>-</u>	Meice Expert	100	31100t & Charge (14)	Up to half	
FROM 1000 BC									
Replace two-horse with four-	CHARIOTS	Superior	Experienced		Melee Expert	166	Shoot & Charge (14)	Half	4
horse chariots	Formed Loose	Protected	Bow	<u>-</u>	Meiee Expert	100	31100t & Charge (14)	All	4
D 1 6 1 1 .	CHARIOTS	Superior	Experienced	01 0	14.1 B	4.00	Shoot & Charge (14),		
Regrade four-horse chariots	Formed Loose	Protected	Bow	Short Spear	Melee Expert	180	Devastating Chargers (18)	Any	4
T: 1 (1 1) : . (INFANTRY	Superior	-		λ 4 - 1	111		0	4
Tiger guard (huben) infantry	Drilled Loose	Protected	-	-	Melee Expert	114	-	4	4
TSU TROOPS COMPRISING									
2/3 Warriors with dagger-axe	INFANTRY	Average	-		Melee Expert	86		8	6
275 Walliots With dagger-axe	Formed Flexible	Protected	-	· <u>-</u>	Meise Expert	00	<u>-</u>	32	
1/3 Archers	INFANTRY	Average	Experienced		_	54	Combat Shy (-14)	4	
1/0 / Hellels	Formed Loose	Unprotected	Bow		<u>-</u>	U 1	Controat only (-14)	16	

EARLY ZHOU CHINESE



LU TROOPS COMPRISING									
2/3 Warriors with dagger-axe	INFANTRY	Poor	-	_	_	30		0	6
	Tribal Loose	Protected	-	-		30	_	16	0
1/3 Archers	INFANTRY	Poor	Experienced	_	_	35	Combat Shy (-9)	0	
1/3 Alcheis	Tribal Loose	Unprotected	Bow	<u>-</u>	-	30	Collidat Sily (-9)	8	
Infantry with short spear and	INFANTRY	Average	-	Short Spear		67		4	4,6
shield	Formed Loose	Protected	-	31101t Spear	-	07	-	12	4,0
Archers	INFANTRY	Average	Experienced		_	54	Combat Shy (-14)	4	1
Archers	Formed Loose	Unprotected	Bow	-	-	J 4	Collidat Sily (-14)	12	4
Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	50		0	1
SKIIIIISIIEIS -	Skirmisher	Unprotected	Bow	- -	Combat Sily	30	-	12	4

ALLIES

Dongyi or Quanrong allies - Chinese Nomadic Barbarians

CHANGES FROM LAST VERSION

EARLY SPRING AND AUTUMN CHINESE



ARMY COMMANDER	1	Any Instinctive			DATES		771 BCE to 685 BCE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Coastal, Mou	ntains	
Internal Allied Genera	11.5 0-3	Any Instinctive			Самр		Fortified or Unfortified;	Poor or Av	verage
	ТүрЕ				-				
	TRAINING AND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Min	
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Sızı
Che - chariots	CHARIOTS	Superior	Experienced		Melee Expert	166	Shoot & Charge (14)	8	4
Cite - Citations	Formed Loose	Protected	Bow	-	Meiee Expert	100	51100t & Charge (14)	16	4
	CHARIOTS	Superior	Experienced				Shoot & Charge (14),		
Regrade chariots	•	•	•	Mtd Polearm	Melee Expert	205	Devastating Chargers		4
	Formed Loose	Protected	Bow				(18)	Any	
Warriors with dagger-axe	INFANTRY	Average	-		Melee Expert	76		8	4
and shield	Formed Loose	Protected	-	-	Meiee Expert	70	-	32	4
Tiggs grand (herban) in fants	INFANTRY	Superior	-		Melee Expert	114		0	4
Tiger guard (huben) infantry	Drilled Loose	Protected	-	-	Meiee Expert	114	-	4	4
TSU TROOPS COMPRISING									
1/3 Warriors with dagger-	INFANTRY	Average	-	I C		04		2	
axe	Formed Flexible	Protected	-	Long Spear	-	91	-	12	6
2/3 Archers	INFANTRY	Average	Experienced			54	C 1 - + C1 (1 4)	4	
2/5 Archers	Formed Loose	Unprotected	Bow	-	-	34	Combat Shy (-14)	24	
Lu troops comprising									
4 /0 11 / 1	INFANTRY	Poor	-	I C		40		0	
1/3 Warriors with dagger-axe	Tribal Loose	Protected	-	Long Spear	-	43		12	6
2/3 Archers	INFANTRY	Poor	Experienced			25	C 1 - + C1 / O)	0	
2/3 Archers	Tribal Loose	Unprotected	Bow	-	-	35	Combat Shy (-9)	24	

EARLY SPRING AND AUTUMN CHINESE



Other infantry	INFANTRY	Average	-	Short Spear		57		0	1
	Tribal Loose	Protected	-	Short Spear	-	37	-	16	4
East archera	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	1
Foot archers	Tribal Loose	Unprotected	Bow	-	-	30	Compatibility (-9)	12	4
Chirminhing archara	INFANTRY	Average	Experienced		Combat Shy	50		0	16
Skirmishing archers	Skirmisher	Unprotected	Bow	-	Combat sily	30	-	12	4,6

Notes

In Tsu and Lu TuGs, the spearmen must be deployed in the front rank.

CHANGES FROM LAST VERSION

THE FIVE HEGEMONS



ARMY COMMANDER		1 A	Any			DATES		685 BCE to 591 BCE		
SUB-GENERALS		0-3 A	Any (up to 1 Professi	onal)		TERRAIN		Standard, Coastal, Mou	ntains	
Internal Allied Genera	ALS	0-2 A	Any Instinctive			Самр		Fortified or Unfortified;	Poor or Av	verage
	ТүрЕ									
	TRAINING ANI)	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	Min	
NAME	Formation		Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	ЖАЖ	UG SIZE
Che - chariots	CHARIOTS Formed Loos		Superior Protected	Experienced Bow	-	Melee Expert	166	Shoot & Charge (14)	8 16	4
Regrade chariots	CHARIOTS		Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers		4
O	Formed Loos	е	Protected	Bow		ľ		(18)	Any	
Upgrade chariots to Ducal	CHARIOTS		Superior	Experienced	Mtd Polearm	Melee Expert	219	Shoot & Charge (14), Devastating Chargers	0	4
Guard	Drilled Loos	е	Protected	Bow				(18)	8	
Infantry with long dagger-	INFANTRY		Average	-	Polearm	-	82	<u>-</u>	4	4
axe	Formed Loos	е	Protected	-					16	
TSU TROOPS COMPRISING										
1/3 Warriors with dagger-	INFANTRY		Average	-	Long Spear		91		2	6
axe	Formed Flexib	le	Protected	-	Long Spear	-	71	-	12	_ 0
2/3 Archers	INFANTRY		Average	Experienced			54	Combat Shy (-14)	4	
2/0 Archers	Formed Loos	е	Unprotected	Bow	-	-	J 4	Combat Sily (-14)	24	
LU TROOPS COMPRISING										
1/3 Warriors with dagger-axe	INFANTRY		Poor	-	Long Spear		43		0	6
175 Walliots With dagger-axe	Tribal Loose)	Protected	-	Long Spear		40		12	
2/3 Archers	INFANTRY		Poor	Experienced	_	_	35	Combat Shy (-9)	0	
2/0/1 11011013	Tribal Loose		Unprotected	Bow	_	-	00	Controde only (17)	24	

THE FIVE HEGEMONS



Other infantry	INFANTRY	Average	+	Short Spear		57		0	1
	Tribal Loose	Protected	-	Short Spear	-	57	-	16	4
Foot archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	1
	Tribal Loose	Unprotected	Bow	<u>-</u>	-	30	Collidat Sily (-9)	12	4
Impressed tribesmen	INFANTRY	Average	-		Devastating Chargers	60		0	4,6
impressed divesifien	Tribal Loose	Protected	-	-	Devastating Chargers	00	-	12	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skiiiiisiiiig alcheis	Skirmisher	Unprotected	Bow	-	Collidat Sily	50	-	12	4,0

ALLIES

Di allies - Chinese Northern Barbarians

Notes

A command can contain only one TuG of Ducal Guard chariots.

In Tsu and Lu TuGs, the warriors with dagger-axe must be deployed in the front rank.

CHANGES FROM LAST VERSION

LATE SPRING AND AUTUMN CHINESE



ARMY COMMANDER		1 .	Any			DATES		591 BCE to 475 BCE		
SUB-GENERALS)-3 .	Any (up to 1 Profession	onal)		TERRAIN		Standard, Coastal, Mo	untains	
Internal Allied Genera	ALS)-2 .	Any Instinctive			Самр		Fortified or Unfortified	; Poor or Ave	erage
	ТүрЕ	,								
	TRAINING AND	•	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION		PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Che - chariots	CHARIOTS		Superior	Experienced	_	Melee Expert	166	Shoot & Charge (14)	4	4
Gire citations	Formed Loos	е	Protected	Bow		TVICIO EXPER	100	biloot & Gilarge (17)	8	,
	CHARIOTS		Superior	Experienced				Shoot & Charge (14),		
Regrade chariots	Formed Loos	е	Protected	Bow	Mtd Polearm	Melee Expert	205	Devastating Chargers (18)	Any	4
I Ingrada chariata	CHARIOTS		Superior	Experienced	Mtd Polearm	Melee Expert	219	Shoot & Charge (14),	0	4
Upgrade chariots	Drilled Loose	9	Protected	Bow	Mid Foleann	Meiee Expert	219	Devastating Chargers (18)	4	4
Line chariots	CHARIOTS		Average	Experienced	_	Melee Expert	128	Shoot & Charge (10)	0	4
	Formed Loos	е	Protected	Bow		Ividice Expert	120	Shoot & Charge (10)	4	
Regrade line chariots	CHARIOTS		Average	Experienced	Short Spear	Melee Expert	138	Shoot & Charge (10), Devastating Chargers		4
Tegrade mie charlou	Formed Loos	е	Protected	Bow	onore opear	Tyleide Empere	100	(13)	All or none	·
Infantry with long dagger-	INFANTRY		Average	-	Polearm		82		4	4
axe	Formed Loos	е	Protected	-	1 Olcaliii	_	02	-	16	
Upgrade infantry with long	INFANTRY		Average	-	Polearm	_	87	_		4
dagger-axe	Drilled Loose	9	Protected	-	1 Olcaiiii		07		Up to half	
TSU TROOPS COMPRISING										
1/3 Warriors with dagger-	INFANTRY		Average	-	I C		91		2	6
axe	Formed Flexib	le	Protected	-	Long Spear	-	91	-	12	O
2/3 Archers	INFANTRY		Average	Experienced	_	_	54	Combat Shy (-14)	4	
2101 Hellers	Formed Loos	е	Unprotected	Bow	-	<u>-</u>	U 1	Connoat only (-14)	24	

LATE SPRING AND AUTUMN CHINESE



LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	Long Spear	_	43		0	6
	Tribal Loose	Protected	-	Long Spear		-10	<u>-</u>	12	
2/3 Archers	INFANTRY	Poor	Experienced	_	_	35	Combat Shy (-9)	0	
2/0 / Hellers	Tribal Loose	Unprotected	Bow	-	-	00	Collidat Jily (-9)	24	
Other infantry	INFANTRY	Average	-	Short Spear	_	57		0	1
	Tribal Loose	Protected	-	Short Spear	-	57	-	16	4
Foot archers	INFANTRY	Poor	Experienced		_	35	Combat Shy (-9)	0	1
	Tribal Loose	Unprotected	Bow	<u>-</u>	<u> </u>		Compatibility (-9)	12	4
Impressed tribesmen	INFANTRY	Average	-		Devastating Chargers	60		0	4,6
mipressed uroesmen	Tribal Loose	Protected	-	-	Devastating Chargers	00	-	12	4,0
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50		0	4,6
Skirmisming archers	Skirmisher	Unprotected	Bow	-	Comoat Sny	50	-	24	4,0

NOTES

In Tsu and Lu TuGs, the warriors with dagger-axe must be deployed in the front rank.

CHANGES FROM LAST VERSION



PACTO ARMY LISTS

CALCULATING POINTS

Army points are calculated as follows:

GENERALS - PACTO

	Army Co	mmander	Sub-ge	neral	Ally general			
Type of general	Professional	Instinctive	Professional	Instinctive	Professional	Instinctive		
Legendary	640	560	n/a	n/a	320	280		
Talented	460	360	340	280	260	240		
Competent	280	220	240	180	120	100		
Mediocre	160	100	160	100	40	20		

CAMPS

Camps are not included in Pacto games.

UGs

For each UG multiply the cost shown in the list (adjusting for any optional characteristics) by the number of bases.

NOTES

- 1. Points values for skirmishers in Pacto are greater than in Maximus as SuGs shoot at full effect with only two ranks.
- 2. For further details on how points are calculated visit the Mortem et Gloriam website.

ERLITOU CHINESE



Army Commander	1	Any Instinctive			DATES		1700 BCE to 1301 BCE		
SUB-GENERALS	0-3	Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Genera	LS								
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	O PTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	Characteristics	Max	UG Sız
Nobles and their retinue	INFANTRY	Superior	Experienced		Melee Expert	122		2	1,2
Nobles and then retinue	Formed Loose	Protected	Bow	-	Meiee Expert	122	-	6	1,2
TSU TROOPS COMPRISING									
4/0 117 1	INFANTRY	Average	Experienced		λ 4 1 Γ ·	76		3	
1/2 Warriors with dagger-axe	Formed Loose	Protected	Bow	-	Melee Expert	76	-	12	2
1/2 Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	3	
1/2 Alchers	Formed Loose	Unprotected	Bow	-	-	J4	Collidat Sily (-14)	12	
LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-			30		0	3
1/3 Walliois Willi dagger-axe	Tribal Loose	Protected	-	-	-	30	-	4	_ 3
2/3 Archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	
270 Tuchers	Tribal Loose	Unprotected	Bow			00	Contoat Sity (-7)	8	
									
T	INFANTRY	Poor	-			30		0	0.0
Levies with dagger-axe	Tribal Loose	Protected	-	-	-	30	-	12	2,3
Levies and armed slaves	INFANTRY	Poor	-		_	22		0	2,3
Levies alla allliea staves	Tribal Close	Unprotected	-	-	-	44	-	8	2,0

Di allies - Chinese Northern Barbarians

ERLITOU CHINESE



Notes

Only one TUG of nobles is allowed in a command

CHANGES FROM LAST VERSION

CHINESE NORTHERN BARBARIANS



ARMY COMMANDER		1	Any Instinctive			DATES		1700 BCE to 500 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Mountains		
Internal Allied Genera	LS									
	ТүрЕ									
	TRAINING A	ND	QUALITY	SHOOTING SKILL	Melee	M ANDAT O RY	BASE	OPTIONAL	M(in	
NAME	FORMATIO	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Max	UG SIZE
Chariots (from 1300 BCE)	CHARIO	īS.	Average	Experienced	Short Spear	_	82	_	0	1,2
Charlots (Holli 1000 BCL)	Tribal Loo	se	Protected	Javelin	Short Spear		02		2	1,2
Best warriors	INFANTR	Y	Average	-		Devastating Chargers,	76		0	1,2
Dest waitions	Tribal Loo	se	Protected	-	-	Melee Expert	70	-	8	1,2
Warriors	INFANTR	Y	Average	-		Devastating Chargers	60		8	1,2
vvaiilois –	Tribal Loo	se	Protected	-	-	Devastating Chargers	00	-	48	1,4
Replace warriors with	INFANTR	Y	Average	Experienced			48	Combat Shy (-14)	0	1,2
archers	Tribal Loo	se	Unprotected	Bow	-	-	40	Combat Sily (-14)	Up to half	1,4
Levies, families, slaves or ill-	INFANTR	Y	Poor	-			22		0	2,3
equipped warriors	Tribal Clo	se	Unprotected	-			44		8	2,0
Skirmishers	INFANTR	Y	Average	Experienced		Combat Shy	50		0	1,2
- Skiiiiisiicis	Skirmishe	r	Unprotected	Bow		Combat Sily	50		6	1,2
Skirmishing slingers	INFANTR	Y	Average	Experienced		Combat Shy	43		0	1,2
	Skirmishe	r	Unprotected	Sling	-			-	6	1,4

ALLIES

Xing allies - The Five Hegemons (Red Di in 640 BCE)

CHANGES FROM LAST VERSION

LATER SHANG CHINESE



ARMY COMMANDER		1	Any Instinctive			DATES		1300 BCE to 1017 BCE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Standard, Mountains		
INTERNAL ALLIED GENERA	LS									
	ТүрЕ									
	TRAINING ANI	D	QUALITY	SHOOTING SKILL	MELEE	Mandatory	BASE	OPTIONAL	Min	
Name	Formation		Protection	Weaponry	Weaponry	Characteristics	PTS	Characteristics	Max	UG Size
Chariots	CHARIOTS	1	Superior	Experienced			133		2	1,2
Charlots	Formed Loos	e	Protected	Bow	-	-	133	-	6	1,2
Guards	INFANTRY		Superior	-	Long Spear		121		0	1,2
Guarus	Formed Clos	е	Protected	-	Long Spear	-	121	-	2	1,2
Spearmen	INFANTRY		Average	-	Long Spear		86		0	1,2
Spearmen	Formed Clos	е	Protected	-	Long Spear	-	00	-	6	1,2
TSU TROOPS COMPRISING										
1/0 \\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	INFANTRY		Average	Experienced		λ 4 - 1	76		3	2
1/2 Warriors with dagger-axe	Formed Loos	e	Protected	Bow	-	Melee Expert	70	-	12	2
1/2 Archers	INFANTRY		Average	Experienced			54	C	3	
1/2 Archers	Formed Loos	e	Unprotected	Bow	-	-	54	Combat Shy (-14)	12	_
Lu troops comprising										
4/0 11/1	INFANTRY		Poor	-			20		0	3
1/3 Warriors with dagger-axe	Tribal Loose	2	Protected	-	-	-	30	-	4	3
0.70 4 1	INFANTRY		Poor	Experienced			٥٢	C 1 (1 (0)	0	
2/3 Archers	Tribal Loose)	Unprotected	Bow	-	-	35	Combat Shy (-9)	8	_
I aviag vyjsk doggar ova	INFANTRY		Poor	-			30		0	2,3
Levies with dagger-axe	Tribal Loose	2	Protected	-	-	-	50	-	12	
Levies and armed slaves	INFANTRY		Poor	-			22		0	2,3
Levies allu allileu slaves	Tribal Close	:	Unprotected	-	-	-	44	-	8	<i>−</i> ∠,5

LATER SHANG CHINESE



ALLIES

Di allies - Chinese Northern Barbarians Jung allies - Chinese Nomadic Barbarians Zhou allies - Early Zhou Chinese (from 1122 BCE)

Notes

Only one external ally may be taken.

CHANGES FROM LAST VERSION

CHINESE NOMADIC BARBARIANS



ARMY COMMANDER		1	Any Instinctive			DATES		1300 BCE to 314 BCE			
SUB-GENERALS		0-2	Any Instinctive			TERRAIN		Standard, Plains			
Internal Allied Genera	LS	0-2	Any Instinctive								
	ТүрЕ										
	TRAINING AN	ND	QUALITY	SHOOTING SKILL	MELEE	M ANDAT O RY	BASE	OPTIONAL	Mŧn		
Name	FORMATION	N	Protection	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	MAX	UG Sizi	
Chariots (before 800 BCE)	CHARIOT Tribal Loos		Average Protected	Experienced Javelin	Short Spear	-	82	-	2 6	1,2	
Best cavalry	CAVALRY Formed Loc		Superior Protected	Experienced Bow	Short Spear	-	161	Melee Expert (32)	0 2	1,2	
Other cavalry	CAVALRY Formed Flexi		Average Unprotected	Experienced Bow	-	-	94	Combat Shy (-18)	6 28	1,2	
Upgrade other cavalry (from 800 BCE)	CAVALRY Formed Flexi		Average Unprotected	Skilled Bow	-	-	129	Combat Shy (-18)	Up to half	1,2	
Archers	INFANTR' Tribal Loos		Average Unprotected	Experienced Bow	-	-	48	Combat Shy (-14)	0	1,2	
Skirmishing cavalry	CAVALRY Skirmishe		Average Unprotected	Experienced Bow	-	-	70	Combat Shy (-4)	0 4	1,2	
Upgrade skirmishing cavalry	CAVALRY Skirmishe		Average Unprotected	Experienced Bow	-	Cantabrian	86	Combat Shy (-4)	All or none	1,2	
Skirmishing archers	INFANTR` Skirmishe		Average Unprotected	Experienced Bow	-	Combat Shy	50	-	0 6	1,2	

ALLIES

Di allies - Chinese Northern Barbarians

Notes

This army may use Feigned Flight.

CHANGES FROM LAST VERSION

EARLY ZHOU CHINESE



ARMY COMMANDER	1	Any Instinctive			DATES		1122 BCE to 722 BCE		
SUB-GENERALS	0-2	2 Any Instinctive			TERRAIN		Standard, Mountains		
Internal Allied Genera	LS 0-3	Any Instinctive							
	ТүрЕ								
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Two-horse chariots	CHARIOTS	Superior	Experienced	_	_	133	_	2	1,2
1 WO-HOISE CHAHOUS	Formed Loose	Protected	Bow			100		6	1,2
BEFORE 1000 BC									
Replace two-horse with four-	CHARIOTS	Superior	Experienced		N A - 1 E	166	Chaot Or Charge (1.1)		1.0
horse chariots	Formed Loose	Protected	Bow	-	Melee Expert		Shoot & Charge (14)	Up to half	1,2
FROM 1000 BC									
Replace two-horse with four-	CHARIOTS	Superior	Experienced		Melee Expert	166	Shoot & Charge (14)	Half	1,2
horse chariots	Formed Loose	Protected	Bow		Iviciee Expert	100	Shoot & Charge (14)	All	1,2
D 1. C 1 1	CHARIOTS	Superior	Experienced	a1 a	M 1 P	100	Shoot & Charge (14), Devastating Chargers (18)		1.0
Regrade four-horse chariots	Formed Loose	Protected	Bow	Short Spear	Melee Expert	180		Any	1,2
Time are all (but on) in factors	INFANTRY	Superior	-		Malaa Essant	111		0	1.0
Tiger guard (huben) infantry	Drilled Loose	Protected	-	-	Melee Expert	114	-	4	1,2
TSU TROOPS COMPRISING									
1/2 Warriors with dagger-axe	INFANTRY	Average	Experienced		Melee Expert	86		3	2
	Formed Flexible	Protected	Bow		wielee Expert	80	-	12	
1/2 Archers	INFANTRY	Average	Experienced		_	54	Combat Shy (-14)	3	
1/2/ncncis	Formed Loose	Unprotected	Bow	_	-	υŦ	Compaciony (*14)	12	

EARLY ZHOU CHINESE



LU TROOPS COMPRISING									
2/3 Warriors with dagger-axe	INFANTRY	Poor	-		_	30		0	3
2/0 Waiiiois Wiui daggei-axe	Tribal Loose	Protected	-					8	
1/3 Archers	INFANTRY	Poor	Experienced		_	35	Combat Shy (-9)	0	
1/0 Fucileis	Tribal Loose	Unprotected	Bow			00		4	
Infantry with short spear and	INFANTRY	Average	-	Short Spear		67	-	2	1,2
shield	Formed Loose	Protected	-		-			6	1,4
Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	2	1,2
Mellels	Formed Loose	Unprotected	Bow	-	-	J4	Combat Sny (-14)	6	1,4
Skirmishers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow	<u>-</u>				6	1,4

ALLIES

Dongyi or Quanrong allies - Chinese Nomadic Barbarians

CHANGES FROM LAST VERSION

EARLY SPRING AND AUTUMN CHINESE



Army Commander	1	Any Instinctive			DATES		771 BCE to 685 BCE				
Sub-Generals	0-3	Any Instinctive	Any Instinctive		TERRAIN		Standard, Coastal, Mountains				
Internal Allied Genera	1.5 0-3	Any Instinctive									
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min			
Name	FORMATION	PROTECTION	Weaponry	Weaponry	CHARACTERISTICS	PTS	CHARACTERISTICS	Мах	UG Sızı		
Che - chariots	CHARIOTS	Superior	Experienced	_	Melee Expert	166	Shoot & Charge (14)	4	1,2		
	Formed Loose	Protected	Bow					8	-,-		
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers		1,2		
	Formed Loose	Protected	Bow	TVICE I CICATIII			(18)	Any			
Warriors with dagger-axe and shield	INFANTRY	Average	-		Melee Expert	76	_	4	1,2		
	Formed Loose	Protected	-			70		16	1,2		
Tiger guard (huben) infantry	INFANTRY	Superior	-		Melee Expert	114	_	0	1,2		
riger guara (naoen) nnanay	Drilled Loose	Protected	-		Tricice Hapere	117		4	1,2		
TSU TROOPS COMPRISING											
1/2 Warriors with dagger-axe	INFANTRY	Average	Experienced	Long Spear	_	91	_	1	2		
1/2 Walliots With dagger-axe	Formed Flexible	Protected	Bow	Long Spear		<i>)</i> 1		9	<i>Δ</i>		
1/2 Archers	INFANTRY	Average	Experienced	_	_	54	Combat Shy (-14)	1			
1/2 / tichers	Formed Loose	Unprotected	Bow			01	Comoat Sily (11)	9			
Lu troops comprising											
1 /2 \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	INFANTRY	Poor	-	I C		43		0	3		
1/3 Warriors with dagger-axe	Tribal Loose	Protected	-	Long Spear	-	45	- '	6	3		
2/3 Archers	INFANTRY	Poor	Experienced			35	Combat Shy (0)	0			
21 O 1 M CH C1 S	Tribal Loose	Unprotected	Bow	-	-	30	35 Combat Shy (-9)	12			

EARLY SPRING AND AUTUMN CHINESE



Other infantry	INFANTRY	Average	-	Short Spear	_	57	_	0	1.2
Outer illianity	Tribal Loose	Protected	-	Short Spear	-	37	-	8	1,2
Foot archers	INFANTRY	Poor	Experienced	_		35	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	Bow		-	30		6	_ 2,3
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1.2
	Skirmisher	Unprotected	Bow	-	Combat sny	50		6	1,2

NOTES

In Tsu and Lu TuGs, the spearmen must be deployed in the front rank.

CHANGES FROM LAST VERSION

THE FIVE HEGEMONS



	,										
ARMY COMMANDER	1	Any			DATES		685 BCE to 591 BCE				
Sub-Generals	0-3	Any (up to 1 Profess	Any (up to 1 Professional)		TERRAIN		Standard, Coastal, Mou	ntains			
Internal Allied Genera	ALS 0-2	Any Instinctive									
	ТүрЕ										
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min			
Name	FORMATION	Protection	Weaponry	Weaponry	Characteristics	PTS	CHARACTERISTICS	Max	UG Sızı		
Che - chariots	CHARIOTS	Superior	Experienced	_	Melee Expert	166	Shoot & Charge (14)	4	1,2		
Che - chanots	Formed Loose	Protected	Bow		Ividice Expert	100	Shoot & Charge (14)	8	1,2		
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers		1,2		
	Formed Loose	Protected	Bow	TVICE I GICEIIII	Tricke Expert	200	(18)	Any	1,2		
Upgrade chariots to Ducal Guard	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	219	Shoot & Charge (14), Devastating Chargers	0	1,2		
	Drilled Loose	Protected	Bow	TVICE I GICEIIII	Welce Expert	217	(18)	4	1,2		
Infantry with long dagger-	INFANTRY	Average	-	Polearm	_	82	_	2	1,2		
axe	Formed Loose	Protected	-	1 Oleanni		02		8	1,2		
TSU TROOPS COMPRISING											
1/2 Warriors with dagger-	INFANTRY	Average	Experienced	Long Spear		91		1	2		
axe	Formed Flexible	Protected	Bow	Long Spear	-	91	-	9			
1/2 Archers	INFANTRY	Average	Experienced			54	Combat Shy (-14)	1			
1/2 / tichers	Formed Loose	Unprotected	Bow	_		04	Combat Sily (-14)	9			
LU TROOPS COMPRISING											
1/2 \\\\- \\\- \\\- \\- \\- \\\- \\\- \\\	INFANTRY	Poor	-	I C		43		0	3		
1/3 Warriors with dagger-axe	Tribal Loose	Protected	-	Long Spear	<u>-</u>	45		6	_ s		
2/3 Archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0			
2101 MCHCIS	Tribal Loose	Unprotected	Bow	-	-	00	Combat Sny (-9)	12			

THE FIVE HEGEMONS



Other infantry	INFANTRY	Average	-	Short Spear	-	57	_	0	1,2
	Tribal Loose	Protected	-	Short Spear	-	37	-	8	1,4
Foot archers	INFANTRY	Poor	Experienced		-	35	Combat Shy (-9)	0	2,3
	Tribal Loose	Unprotected	Bow	- -				6	2,0
Impressed tribesmen	INFANTRY	Average	-	_	Devastating Chargers	60	-	0	1.2
impressed divesinen	Tribal Loose	Protected	-		Devastating Chargers	00		6	1,∠
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1.2
	Skirmisher	Unprotected	Bow	-	Compatibility			6	− 1,∠

ALLIES

Di allies - Chinese Northern Barbarians

Notes

A command can contain only one TuG of Ducal Guard chariots.

In Tsu and Lu TuGs, the warriors with dagger-axe must be deployed in the front rank.

CHANGES FROM LAST VERSION

LATE SPRING AND AUTUMN CHINESE



ARMY COMMANDER	1	Any			DATES		591 BCE to 475 BCE	•	
SUB-GENERALS	0-	3 Any (up to 1 Profess	ional)		TERRAIN		Standard, Coastal, Mo	untains	
INTERNAL ALLIED GENERA	1.5 0-	2 Any Instinctive							
	ТүрЕ	·							
	TRAINING AND	QUALITY	SHOOTING SKILL	Melee	Mandatory	BASE	OPTIONAL	Min	
Name	FORMATION	Protection	Weaponry	Weaponry	CHARACTERISTICS	PŦS	CHARACTERISTICS	Max	UG SIZE
Che - chariots	CHARIOTS	Superior	Experienced	_	Melee Expert	166	Shoot & Charge (14)	2	1,2
Circ - Charlots	Formed Loose	Protected	Bow	_	Meiec Expert	100	Shoot & Charge (14)	4	1,2
Regrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	205	Shoot & Charge (14), Devastating Chargers		1,2
regrade charlots	Formed Loose	Protected	Bow	Tvita i oleanii	Triolog Expert	200	(18)	Any	1,4
Upgrade chariots	CHARIOTS	Superior	Experienced	Mtd Polearm	Melee Expert	219	Shoot & Charge (14),	0	1,2
	Drilled Loose	Protected	Bow		Meiee Expert	219	Devastating Chargers (18)	2	1,4
Line chariots	CHARIOTS	Average	Experienced	_	Melee Expert	128	Shoot & Charge (10)	0	1,2
Line charlots	Formed Loose	Protected	Bow		Ivicice Expert	120		2	1,2
Regrade line chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert	138	Shoot & Charge (10), Devastating Chargers		1,2
regrade fille charlots	Formed Loose	Protected	Bow	Short Spear	Weice Expert	130	(13)	All or none	
Infantry with long dagger-	INFANTRY	Average	-	Polearm		82		2	1,2
axe	Formed Loose	Protected	-	Toleann		02		8	1,2
Upgrade infantry with long	INFANTRY	Average	-	Polearm		87			1,2
dagger-axe	Drilled Loose	Protected	-	Toleann	_	07		Up to half	1,2
TSU TROOPS COMPRISING									
1/2 Warriors with dagger-axe	INFANTRY	Average	Experienced	Long Spear	_	91	_	1	2
	Formed Flexible	Protected	Bow	Long opean		91	-	9	2
1/2 Archers	INFANTRY	Average	Experienced			54	54 Combat Shy (-14)	1	
	Formed Loose	Unprotected	Bow			O r	Comoat only (-14)	9	

LATE SPRING AND AUTUMN CHINESE



LU TROOPS COMPRISING									
1/3 Warriors with dagger-axe	INFANTRY	Poor	-	Long Spear	_	43		0	3
	Tribal Loose	Protected	-					6	
2/3 Archers	INFANTRY	Poor	Experienced		_	35	Combat Shy (-9)	0	
Z/O/HCHCIS	Tribal Loose	Unprotected	Bow					12	
Other infantry	INFANTRY	Average	-	Short Spear	_	57	-	0	1,2
	Tribal Loose	Protected	-	Short Spear		07		8	1,2
Foot archers	INFANTRY	Poor	Experienced			35	Combat Shy (-9)	0	2,3
root archers —	Tribal Loose	Unprotected	Bow	- -	-	50	Compatibility (-9)	6	<i>−</i> ∠,5
Impressed tribesmen	INFANTRY	Average	-		Devastating Chargers	60		0	1,2
impressed divesifien	Tribal Loose	Protected	-	-	Devastating Chargers	00	-	6	- 1,2
Skirmishing archers	INFANTRY	Average	Experienced		Combat Shy	50	-	0	1,2
	Skirmisher	Unprotected	Bow	<u>-</u>		30		12	1,2

NOTES

In Tsu and Lu TuGs, the warriors with dagger-axe must be deployed in the front rank.

CHANGES FROM LAST VERSION